Greyhawk Appearance Generation

INTRODUCTION

The Greyhawk boxed set introduced a coding system for defining what the racial background of humans in various countries was. So, OFs would represent an area where the predominant racial influence is Oeridian, followed closely by Flan, with a dash of Suel.

With four different racial types (Baklunish being the remaining one), each mixed in different proportions and two different degrees (indicated by capital and small letters), there are a lot of possible combinations (several thousand). As such, if one is to generate appearance tables a method other than generating all possible combinations is needed.

There are essentially two approaches to this outlined here. The first requires less mathematics but is slightly slower to use, the second method switches priorities around. In both cases the aim is to show how the DM can produce appearance generation tables for use in the areas of his/her campaign that are of interest, and ignore areas which simply are not relevant to his/her game.

Each system generates the following four attributes: Hair colour, hair type (wavy, straight, or kinked), skin colour, and eye colour.

METHOD I

In this method, the DM generates a small set of tables for the country or area of interest and these are rolled on to determine which racial table is then used for a subsequent roll to find the actual attribute in question.

To do this, use one of the following tables, depending on the number of races which are mixed in the area in question:

Two races
1st race	60
2nd race	40

Three races
1st race	50
2nd race	30
3rd race	20

Four races
1st race	40
2nd race	30
3rd race	20
4th race	10

If any race is indicated by a lower case letter then half it's value shown in the table and distribute the points saved equally amongst the others, with any odd points going to the first listed race. From this you should be able to produce a single master table for the area.

For example, in the area of Dyvers the mixture is listed as 'OSfb'. Since this has four races the last table listed above is used. However, both the third and fourth races are denoted by lower-case letters and so they are halved in value on the table, going from 20 to 10 and 10 to 5 respectfully. This is a combined reduction of 15 points which is loaded onto the other two races (8 to O and 7 to S) to give the following weights:

Dyvers Master Table (weights)
Oeridian	48
Suel	37
Flan	10
Baklunish	5

It is the work of but a moment to convert this to the final chart:

Dyvers Master Table
01–48	Oeridian extraction
49–85	Suel extraction
86–95	Flan extraction
96–00	Baklunish extraction

NOTE:: each range of numbers is calculated from the above table by adding the score on the 'weights' table to the final number on the previous line, assuming zero for the initial line. So the first line in our example ends at 48, and the next line ends at 48+37=85 and so on.

This **Location Master Table** is now used with the **Racial Master Tables** by simply rolling for each attribute on the location table to find which racial table to make the second roll on.

Racial Master Tables

The tables below are used in both methods and can be used on their own if a "pure-bred" member of one of the races is needed, of course.

Oeridian Attributes

Skin Colour
01	Dark
02–33	Tan
34–64	Caucasian
65–96	Fair
97–00	Olive

Hair Colour
01–04	Light Blond
05–14	Blond
15–24	Dark Blond
25–57	Reddish Blond
58–89	Brown
90-99	Dark Brown
00	Black

Eye Colour
01–35	Brown
36–46	Dark Brown
47–81	Grey
82–91	Blue
92–96	Green
97–00	Blue-Green

Hair Type
01–76	Curly
77-100	Straight

Suloise Attributes

Skin Colour
01–21	Albino
22–89	Pale
90-98	Fair
99-00	Olive

Hair Colour
01–08	Light Red
09–16	Yellow
17–80	Blond
81–00	Platinum Blond

Eye Colour
01–41	Pale Blue
42–53	Violet
54	Grey
55–59	Grey-Blue
60–00	Deep Blue

Hair Type
01–09	Straight
10–30	Curly
31–00	Kinked

Baklunish Attributes

Skin Colour
01–02	Tan
03–75	Bronze
76–78	Dark
79–00	Golden

Hair Colour
01–16	Black
17–32	Blue/Black
33–84	Dark Brown
85–00	Brown

Eye Colour
01–41	Grey-Green
42–82	Green
83–95	Grey
96-00	Hazel

Hair Type
01–76	Curly
77-100	Straight

Flan Attributes

Skin Colour
01–06	Copper
07–21	Tan
22–70	Brown
71–85	Dark
86–00	Black

Hair Colour
01–41	Black
42–81	Brown/Black
82–94	Dark Brown
95–99	Brown
00	Reddish Brown

Eye Colour
01–68	Dark Brown
69–89	Black
90–98	Brown
99–00	Amber

Hair Type
01–76	Curly
77–00	Wavy

Example

A player is rolling up a character from Dyvers using the example location master-table above. For skin colour she rolls 87: Flan extraction. A second d100 roll on the Flan skin colour table results in 34 which gives a final result of 'Brown' for skin colour.

The second roll on the master table is an 11: Oeridian hair colour. A roll on the Oeridian hair colour gives a 44 and 'Reddish Brown' is the result.

The same procedure is followed for hair type (89—Flan extraction, 11: curly) and eye colour (56—Suel extracion, 92: deep blue).

As an option the DM may allow the player to roll once on the location-table to determine a single racial extraction. This is probably a more realistic method, but in a fantasy game that may not be a desirable goal.

METHOD II

The second approach to the issue of appearance generation involves combining the master racial tables that apply to an area into one set of hair, skin, and eye tables tailored specifically to that location. This requires more calculation 'up-front' but results in faster generation using the result.

Proceed by creating a master weight table as in Method I. Let's use the Dyvers one again:

Dyvers Master Table (weights)

Oeridian	48
Suel	37
Flan	10
Baklunish	5

We then apply this table in turn to each of the four racial master tables to produce a local appearance table for each of skin colour, hair colour, hair type, and eye colour.

e.g., In this case for the Dyvers Skin Colour table we take each entry in the four races' skin colour tables in turn and multiply them by the percentage weight shown on the above table, dropping all fractions below .5 and rounding .5 up. If two successive lines have the same value, then drop the one which had the lowest chance of appearing on the racial master tables.

Each time you start using a new racial table, go back to zero.

When you reach the end of a particular racial table, the final entry should end on the same value as shown on the weights table (i.e., in this case, the Oeridian entries should end at 48, the Suel at 37, the Flan at 10, and the Ballunish at 5). Due to the rounding that is used this will sometimes not be the case, either the last entry will be over or under by a point. Simply add or subtract the required amount from the last entry in that section. (Alternatively, the fractions can be kept but this can introduce its own problems).

Using this system we get the following partial table:

Dyvers skin Colour (partial working)

01–16	Tan (Dark was rounded away and 16 is .49x33)
17–31	Caucasian (64x.49)
32–46	Fair
47–48	Olive (The last Oeridian score)
01–07	Albino (.37x20)
08–33	Pale
34–37	Fair (Olive is rounded away so this ends Suel)
01–02	Tan (Copper was rounded away)
03–07	Brown
08–09	Dark
10	Black (End of Flan attributes)
01–04	Bronze (.05x75)
05	Golden

In this case, an extra point had to be added to the entry for 'Fair' which came from the Suel master table to finsish off that section of the chart.

This table can then be rearranged by adding the final score in each section to all the scores after it (i.e., 48 is added to all the scores after 'Olive' in the Oeridian section, an additional 37 to those after 'Fair' in the Suel section, and an additional 10 to the two Baklunish colours after the Flan ones—this means that 95 is added to the final entry).

The final Dyvers skin colour table looks like this:

Dyvers Skin Colour Table

01–18	Tan
17–33	Caucasian
34–52	Fair
53–54	Olive
55–61	Albino
62–87	Pale
88–92	Brown
93–94	Dark
95	Black
96–99	Bronze
00	Golden

NOTE: the duplicate entries for 'Tan' and 'Fair' were combined in the final table given above for neatness, this is not necessary.

Once this procedure is carried out for all four attributes, the tables so created can be simply rolled on to determine a characters appearance.

Here's the rest of the Dyvers appearance tables:

Dyvers Hair Colour Table

01–02	Light Blond
03–31	Blond
32–36	Dark Blond
37–51	Reddish Blond
52–69	Brown
70–76	Dark Brown
77–79	Light Red
80–82	Yellow
83–89	Platinum Blond
90–95	Black
96–99	Brown/Black
00	Blue/Black

Dyvers Hair Type Table

01–56	Curly
57–72	Straight
73–99	Kinked
00	Wavy

Dyvers Eye Colour Table

01–18	Brown
19–30	Dark Brown
31–48	Grey
49–53	Blue
54–57	Green
58–59	Blue-Green
60–74	Pale Blue
75–79	Violet
80–81	Grey-Blue
82–96	Deep Blue
97–98	Black
99–00	Grey-Green

Notes

Close inspection of the above tables will reveal one difference between Method I and Method II—the second system drops out charateristics which have less than a half of a percent of appearing. Thus, the final Dyvers tables in Method II give no chance of a character having amber-coloured eyes, where as Method I give such a result for 1 in every 500 people. This could be resolved by using d1000 instead of d100.

Whether the DM uses d1000 or d100, Method II needs half as many rolls to produce a character's appearance than Method I and is thus better suited to use in the campaign's main area where the work to produce the tables will pay off in the long run. Outsiders from other areas can be generated by Method I as and when needed.

All the above procedures can be quite easily done by a computer program if needed, of course, but it is perhaps worth pointing out that Dyvers is a particularly complex example due to its role as a trading city with every race represented and is 'as bad as it gets'. Most other areas are much easier and quicker to generate tables for.

Baldness is not covered by this system, although it is clearly an issue that the DM will want to consider. Age, profession, sex, race, and fashion all potentially play a part in the incidence of baldness but the DM will have to decide the particulars.